

CLAIM AMENDMENTS

What is claimed is:

1. (Canceled)
2. (Currently amended) ~~The game board of claim 1, further comprising:~~ A game apparatus comprising:
 - (a) a game board having a baseboard and enclosed on all sides by a railing, said baseboard having at least one pocket formed therein and at least one bumper attached thereto;
 - (b) at least one rollable playing piece for shooting by a player on said game board into said pocket;
 - (c) [(a)] said baseboard covered by a thin carpeting;
 - (d) [(b)] said baseboard having a plurality of pockets formed therein, each coded by color, number or symbol; and
 - (e) [(c)] said baseboard having a plurality of bumpers attached thereto.
3. The game board of claim[s] [1 or] 2, wherein said baseboard has a hole or plurality of holes for which said bumper or bumpers can be removably connected thereto.
4. The game board of claim [1] 2 further comprising a means for support wherein legs are attached to said baseboard which can be folded under said baseboard for stowing when said game apparatus is not being played.
5. The game apparatus of claim [1] 2, wherein said rollable playing piece is a marble.
6. The game apparatus of claim [1] 2 having a plurality of [marbles] rollable playing pieces, each of a contrasting color, number, or symbol corresponding to the color, number, or symbol of each said pocket.

7. The game apparatus of claim [1] 2 having electronic means for:
- (a) causing said bumper to light up upon being contacted by said [marble] rollable playing piece; and
 - (b) generating special effects sound when said [marble] rollable playing piece is pocketed.
8. A method of playing a game on a game apparatus using a game board having a baseboard and enclosed on all sides by a railing, said baseboard having at least one pocket formed therein and at least one bumper attached thereto, and at least one rollable playing piece for shooting by a player on said game board into said pocket, said method comprising:
- (a) designating each player an equal number of said pockets and corresponding said [marbles] rollable playing pieces;
 - (b) designating a turn for each said player to shoot said [marble] rollable playing piece into its respective coded pocket;
 - (c) designating an objective for each said player to shoot all of his or her [marbles] rollable playing pieces into the correct corresponding pocket;
 - (d) shooting said [marble] rollable playing piece from the center of said baseboard for each shot or, alternatively, shooting said [marble] rollable playing piece from the position where it comes to rest for each subsequent shot after the first shot that is taken from the center of said baseboard;
 - (e) awarding said player a second shot if said player successfully shoots said [marble] rollable playing piece into its respective pocket, and continuing so on until said player misses or pockets said [marble] rollable playing piece into a wrong pocket;

- (f) penalizing said player a turn by awarding a turn to another player if said player misses by not pocketing said [marble] rollable playing piece, or if said player pockets said [marble] rollable playing piece into a pocket of the wrong color, number or symbol;
 - (g) penalizing said player by having said player forfeit a [marble] rollable playing piece already pocketed or, alternatively, rewarding the opposing player with an extra free shot if said first player shoots his or her [marble] rollable playing piece into one of said opposing player's pockets; and
 - (h) determining the winner according to the player to first pocket all of his or her [marbles] rollable playing pieces into the correct coded pockets.
9. A method of scoring the game in claim 13, said method of scoring comprising:
- (a) a successful shot into the correct colored pocket scores as one point;
 - (b) a shot into the wrong colored pocket does not score any point; and
 - (c) a shot into any of the opponent's pockets will count as a negative score of one point; and
 - (d) the first player to score a certain predetermined number of points wins.
10. A method of playing a game on a game apparatus using a game board having a baseboard and enclosed on all sides by a railing, said baseboard having at least one pocket formed therein and at least one bumper attached thereto, and at least one rollable playing piece for shooting by a player on said game board into said pocket, said method comprising:
- (a) taking turns to shoot the same [marble] rollable playing piece by one player at a time;
 - (b) shooting said [marble] rollable playing piece by first player into a designated coded pocket;

- (c) shooting said [marble] rollable playing piece by second player into said designated pocket if said first player misses, said shooting taken from the position where said [marble] rollable playing piece came to rest after said first player's shot; and
- (d) determining the winner when all said [marbles] rollable playing pieces are pocketed according to the player who pocketed the most number of [marbles] rollable playing pieces.

Conclusion

The Examiner is respectfully requested to reconsider claims 1-10 in view of the remarks made herein and the amendments set forth above. Applicant submits that this application has been placed in condition for allowance, and such action is respectfully requested.

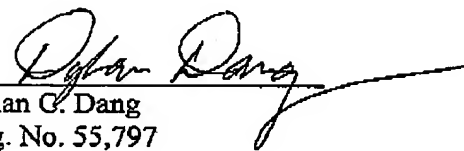
If the Examiner believes that a telephone or other conference would be of value in expediting the prosecution of the present application, Applicant invites the Examiner to contact Applicant's representative at (310) 777-8399.

Respectfully submitted,

Trojan Law Offices

By

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